



Lunia Region Moves, Items, And Abilities

Pocket Monsters | Pokemon - All Media Types · Looney Tunes | Merrie Melodies ·
Not Rated · 265 words

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Contents

Lunia Region Moves, Items, And Abilities..... 3

 Chapter 1: Ability: Spark Of Life 3

 Chapter 2: Move: Scribble Script..... 4

Lunia Region Moves, Items, And Abilities

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A list and explanation for any new Moves, Items, or Abilities I create for Lunia. If I make a Region Gimmick, it will go at the very beginning.

In addition to regular Abilities and Hidden Abilities, Lunia has Species Abilities. Species Abilities apply to every single member of a species, and are usually there to keep things consistent with lore (Durant would get a Species Ability that gives it fire resistance, for example).

Every Pokémon has a Species Ability in addition to its regular/Hidden Ability, meaning every Pokémon in the Lunia Region has two Abilities.

Chapter 1: Ability: Spark Of Life

This first Species Ability is a little overcomplicated and overpowered, but I will be making an effort to make sure other Species Abilities are much more reasonable.

Ability Type: Species Ability

Description: "This Pokémon won't stay down long — much to its regret."

Main Affect: Brings the Pokémon back with full HP three turns after Fainting, removing any status conditions. Status Conditions also end sooner than average.

Secondary Affect: Any status affect or knock out Move aimed at one of its teammates will hit this Pokémon instead, though this will skip this Pokémon's turn.

Drawback: However, this will give it the 'Scaredy' condition, dropping every Stat and the power of each of its Moves significantly every time the Ability is activated. If nothing can drop any farther, the Pokémon will refuse to fight, ending the Battle if it's the only party member left.

Outside Of Battle Affect: The Pokémon will always be at full HP after a Battle, with no Status Effects, no matter its condition during Battle. Trying to hand it over to Nurse Joy will result in an animation where the Pokeball holder sparks green when you insert its Pokeball, leading the Pokémon to hop out and sniff indignantly. The words "<NICK-NAME> is perfectly fine, thank you very much" will appear in the dialogue screen.

Chapter 2: Move: Scribble Script

I'm not good at the actual details of Battle, Stats, Moves, etc. Any suggestions would be greatly appreciated!

In-Battle Effect: The Player writes a message on the screen, making the Pokémon summon a wooden sign that it then uses to hit the opponent, dealing damage based on ???

Outside-Of-Battle Effect: The Pokémon seems to be able to use this Move for limited communication, though it uses it sparingly. Whether the move tires it out or if the Pokémon just doesn't have much to say is unknown.

Type: ???

Base Damage: ???

Maximum Damage: ???

Accuracy: ???

PP: ???

— end of "Lunia Region Moves, Items, And Abilities" —